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(19) **United States**(12) **Patent Application Publication****Trombetta et al.**(10) **Pub. No.: US 2019/0262723 A1**(43) **Pub. Date: Aug. 29, 2019**(54) **PLAYER TO SPECTATOR HANDOFF AND OTHER SPECTATOR CONTROLS***A63F 13/48* (2006.01)*A63F 13/358* (2006.01)(71) Applicant: **SONY INTERACTIVE ENTERTAINMENT LLC**, San Mateo, CA (US)(52) **U.S. Cl.**CPC *A63F 13/86* (2014.09); *A63F 13/358* (2014.09); *A63F 13/48* (2014.09); *A63F 13/35* (2014.09)(72) Inventors: **Steven Trombetta**, San Mateo, CA (US); **Christopher Thielbar**, San Francisco, CA (US); **James Fairbairn**, Novato, CA (US)

(57)

ABSTRACT

A video game has at least one player client with control over an aspect of a shared virtual environment. The video game also has at least one spectator client with limited to no control over the shared virtual environment. For example, the spectator client's control may be limited to the game server generating audience cheers or boos in response to spectator input during gameplay. In response to detection of a trigger event by a game server, the player and spectator may switch roles. The client switching from spectator to player experiences an increase in network transfer quality from the game server to help provide smooth gameplay. The client switching from player to spectator faces a decrease in network transfer properties to compensate.

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